

**Saturday, October 7**  
**11:00 am - 3:00 pm**  
**Bellaire Shopping Center**

**Office Use Only:**

Amount Paid: \_\_\_\_\_ Date: \_\_\_\_\_ Staff Initials: \_\_\_\_\_

# of Tables: \_\_\_\_\_ Vendor #: \_\_\_\_\_

## *Fall Festival Craft/Antique Fair Vendor Application*

### **Vendor Space:**

- 1.) You can reserve one or two (max) booths. Tables will be provided by the City of Hurst and will be set up by 9:00 am on event day. The Fair will begin at 11:00 am and run until 3:00 pm.
- 2.) An inspection of your area will be conducted prior to the start of the Fair. If you exceed your pre-determined space requirements, you will be asked to alter or remove items that exceed this space.
- 3.) If you are selling homemade food, you must comply with the City and County Health Department standards and are required to complete permit paperwork for Tarrant County and the City of Hurst.

### **Fee:**

1 Booth Space (two 6' tables): \$25

Additional Space (1 additional 6' table): \$15

## **Vendor Information**

Name: \_\_\_\_\_ Phone: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Email: \_\_\_\_\_

What items will you be selling : \_\_\_\_\_

Please check the appropriate selections: 1 Booth Space: \_\_\_\_\_ Additional Booth Space: \_\_\_\_\_

Number of Chairs: \_\_\_\_\_ (Max 3)

The City of Hurst will not provide electricity. Should you need electricity, you will need to provide your own generator.

### **All Vendor Applications are due no later than September 25.**

All Applications (with attached fee) must be submitted to Amy Sisler, City of Hurst Recreation Manager:

Hurst Recreation Center

700 Mary Drive, Hurst, TX 76053

Asisler@hursttx.gov

Checks should be made payable to: The City of Hurst

For more information, please contact (817) 788-7320 or visit us online at [www.hursttx.gov](http://www.hursttx.gov)

I agree to the terms and instructions set forth above. I understand that all applications are subject to approval.

Vendor Signature: \_\_\_\_\_ Date: \_\_\_\_\_